

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) A game apparatus which enables a player to play a plurality of games stored on said game apparatus and which is also able to store information relating to conditions occurring during play of at least one game into a backup data store associated with each of a one or more other games that are also stored on said game apparatus, comprising:

a game program data storage memory for storing at least a first game program and a second game program;

a writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program;

a game operation controller, said operation controller initializing a start of game play by enabling a player to select any one of said first game program and said second game program and enabling said player to control progress of the selected game;

a first condition detector, said detector determining whether or not a predetermined game condition is accomplished during gameplay progress of a game selected and started; and

a memory write controller, said write controller autonomously writing information relating to the predetermined game condition, at a time when the first detector determines that the predetermined game condition is accomplished, into both said first backup data storing area and said second backup data storing area regardless of which game program was started by said game operation controller.

2. (Previously Presented) A game apparatus according to claim 1, wherein the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished, and said memory write controller writes the condition accomplishment information to both said backup data storing area of one game and said backup data storing area of another game.

3. (Previously Presented) A game apparatus according to claim 1, wherein the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and said memory write controller writes the condition accomplishment information to said backup data storing area of one game and writes the change generation information to said backup data storing area of another game.

4. (Previously Presented) A game apparatus according to claim 1, wherein the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and said memory write controller writes the condition accomplishment information to said backup data storing area of one game and writes the change generation information to both of the backup data storing area of one game and said backup data storing area of another game stored

on said game apparatus.

5. (Previously Presented) A game apparatus according to claim 1, wherein the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and said memory write controller further comprising a second condition detector for determining whether or not the predetermined condition is also accomplished in another game when the predetermined condition is accomplished by said first condition detector wherein said memory write controller writes the condition accomplishment information to said backup data area of one game when it is determined that the predetermined condition is accomplished by said first condition detector and writes the change generation information to said backup data storing area of another game when it is also determined that the predetermined condition is accomplished by said second condition detector in said another game stored on said game apparatus.

6. (Previously Presented) A game apparatus according to claim 5, wherein said memory write controller writes the change generation information to said backup data storing area of another game and also to said backup data storing area of one game when it is determined that the predetermined condition is also accomplished by said second condition detector in said another game.

7. (Previously Presented) A game apparatus according to claim 1, wherein
said writable and readable backup data storage memory further comprises a shared
backup data storing area for storing backup data relating to both said first game program and said
second game program, and
said memory write controller further writes to said shared backup data storing area shared
information utilized in common to both said first game program and said second game program.

8. (Previously Presented) In a game apparatus that enables an operator to play a plurality
of games, a method enabling information relating to gameplay conditions occurring during
gameplay progress of one game to be used by one or more other games that are also stored on
said apparatus, said game apparatus including a processor and a data storage memory having a
plurality of distinct storage areas for respectively storing backup data for each of said plurality of
games, comprising:

determining whether or not a predetermined game condition is accomplished during
gameplay of any one of said plurality of games in which progress of gameplay has been initiated;
and

writing, at a time when it is determined that the predetermined game condition is
accomplished, information relating to the predetermined game condition into both a backup data
storing area of a game in which progress of gameplay has been initiated and into a backup data
storing area of at least one other game also stored on said apparatus in which progress of
gameplay has not been initiated, wherein said game apparatus autonomously stores information
relating to an occurrence of predetermined conditions during gameplay progress of at least one
game into a backup storing area associated with each one or more of other games that are also

stored on said game apparatus.

9. (Previously Presented) A backup writing control method in a game apparatus that enables an operator to play a plurality of games, said apparatus including a data storage memory having a plurality of storing areas for respectively storing backup data of each of said plurality of games, said backup writing control method comprising:

determining whether or not a predetermined game condition is accomplished during gameplay progress of any one of said plurality of games in which gameplay is has-been started;
and

writing, at a time upon determining that the predetermined game condition is accomplished, information relating to the predetermined game condition into both a backup data storing area of a game in which a predetermined game condition is accomplished and into a backup data storing area of at least one other game also stored on said apparatus in which gameplay has not been started, wherein said game apparatus automatically stores information relating to an occurrence of predetermined conditions during gameplay progress of at least one game into a backup storing area associated with each one or more of other games that are also stored on said game apparatus.

10. (Previously Presented) A game apparatus which enables a player to play a plurality of games stored on said game apparatus, comprising:

a game program storage for storing at least a first game program and a second game program;

a read/write data storage memory having a first backup data storing area for storing

backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program;

a game operation controller, said operation controller initializing a start of gameplay by enabling a player to select any one of said first game program and said second game program and enabling said player to progress gameplay of a selected game;

a first condition detector that determines whether or not a predetermined game condition is accomplished during gameplay progress of a first game selected and started;

a first writing controller that autonomously writes, at a time a determination is made by the first condition controller that the predetermined condition is accomplished, condition accomplishment information indicating that the predetermined condition is accomplished to said backup data storing area of one game;

a second condition detector that determines whether or not the predetermined condition is also accomplished in at least one other game stored on said apparatus that was not selected by said operation controller once said first condition detector determines that the predetermined condition is accomplished; and

a second writing controller that autonomously writes change generation information for use in generating changes during gameplay progress of the game to the backup data storing area of one game at a time when said second condition detector determines that the predetermined condition is accomplished in said another game, wherein said game apparatus stores information relating to predetermined conditions occurring during gameplay of at least one game into a backup data store associated with each of one or more other games that are also stored on said game apparatus, enabling information relating to gameplay conditions occurring during gameplay progress of one game to be used by one or more other games that are also stored on

said apparatus.

11. (Previously Presented) A game apparatus which enables an operator to play a plurality of games stored on said apparatus, comprising:

game program data storage memory, said game program data memory being used to store at least a first game program and a second game program;

readable and writable backup data storage memory having a first backup data storing area for storing backup data relating only to said first game program, a second backup data storing area for storing data relating only to said second game program and a common backup data storing area for storing data relating to gameplay conditions that are relevant to gameplay for both said first game program and said second game program; and

memory writing controller programmed logic circuitry configured to autonomously write information in said common backup data storing area that relates to gameplay conditions that are relevant to gameplay for both said first game program and said second game program, wherein said memory writing controller programmed logic circuitry enables the game apparatus to store information relating to predetermined conditions occurring during gameplay of at least one game into a backup data store associated with each of one or more other games that are also stored on said game apparatus, enabling information relating to gameplay conditions occurring during gameplay progress of one game to be used by one or more other games that are also stored on said apparatus.

12. (Previously Presented) A game apparatus according to claim 11, further comprising:
game operation controller programmed logic circuitry configured to initiate a start of

gameplay by selecting any one of said first game program and said second game program and for controlling progress of a selected game; and

condition detector programmed logic circuitry configured to determine whether or not a predetermined condition is accomplished during gameplay progress of a selected and started game; wherein said memory writing controller programmed logic circuitry writes information relating to the predetermined condition to said common backup data storing area upon a determination by said condition detector programmed logic circuitry that the predetermined condition is accomplished.

13. (Previously Presented) In a game apparatus having a game program processor that enables an operator to play a plurality of games and which includes a data storage medium for storing game information and a game operation controller device, wherein said data storage medium includes at least a first game program and a second game program and wherein said game apparatus further includes a backup data storage medium having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program, a computer program embodied on said storage medium and executable on said game program processor, comprising:

program instruction means for determining whether or not a predetermined condition is accomplished during gameplay of any one game; and

program instruction means for autonomously writing, upon determining that the predetermined condition is accomplished during gameplay of said one game, information relating to the predetermined condition into both a backup data storing area associated with a game in which said predetermined condition is accomplished and into a backup data storing area

associated with at least one other game program that is also stored on said storage medium.

14. (Previously Presented) A game apparatus which enables an operator to play a plurality of games stored on said game apparatus and which includes a game operation controller and a game program processor, comprising:

game program storage medium for storing at least a first game program and a second game program;

readable and writable backup data storage medium having a first backup data storing area for storing backup data relating to said first game program, a second backup data storing area for storing data relating to said second game program, and a third backup data storing area for storing backup data relating to information common to both of said first game program and said second game program; and

writing control programmed logic circuitry configured to autonomously write into said third backup data storing area only information utilized in common by both said first game program and said second game program.